

NTR-AB7E-USA

NINTENDO DS™

# B-17

*FORTRESS IN THE SKY*



INSTRUCTION BOOKLET

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EmuMovies

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.**



**SKYWORKS**  
technologies

**DESTINATION**  
Software Inc.



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## INTRODUCTION

1944, Southern England – Dawn... The B-17 Flying Fortress “Lucky 25” rolls slowly down the runway past the small wooden buildings, the silent ground crews, and the quiet lush meadows of a world in conflict toward the skies of the Third Reich. However, the crew feels lucky. After all, they’ve made it through 24 missions and this is their final run, lucky number 25. Today may as well be a day like any other for the past 3 years, but today is their day. If they make it back today, it means home. But nine hours of temperatures below freezing, hundreds of aerial explosives, thousands of live 50 caliber rounds, and an enemy bent on making sure they never see their loved ones again, stand between them and their ticket back to the States...and Jerry knows they’re on their way... “Look alive boys, that’s the Third Reich down there...”

B-17 FORTRESS IN THE SKY places the player in the heart of the air war over Germany and the occupied territories in the autumn of 1944. Defend the “Lucky 25” through 25 heart-pounding missions over France, the Netherlands, and deep into the heart of Germany. Man each gunner position, avoid deadly flak encounters, and make sure to drop those bombs right in the o’le “pickle barrel”. Once you’ve done your job for Uncle Sam, you’re flying back home to the waiting ticker-tape parade!

## START THE GAME

Correctly insert the Game Card into your Nintendo DS™ system. Switch on the system. Press START at the title screen.

**WARNING :** Inserting a Game Card when the system is already on might result in damage to the Game Card.

## MAIN MENU

On the Main Menu Screen, select the options that appear on the Touch Screen with the Nintendo DS™ stylus or highlight one of the following by pressing the Control Pad Up or Down and pressing the A Button to make your selection:

### New Game

This option allows you to start a new game from Mission 1.

### Load Game

This option allows you to load a previously saved game.

### Audio Options

Selecting this displays the Audio Options Screen.

## AUDIO OPTIONS

On the Audio Options Screen, you can choose to turn on or off the music, sound effects, and the crew voiceovers. Select the options that appear on the Touch Screen with the Nintendo DS™ stylus, or highlight one of the following by pressing the Control Pad Up or Down and pressing the A Button to make your selection:

### Music

This option allows you to turn on and off the game’s music. Select the “MUSIC” option or press the A Button to toggle the music on and off.

### **Sound Effects**

This option allows you to turn on and off the game's sound effects. Select the "SOUND EFFECTS" option or press the A Button to toggle the sound effects on and off.

### **Voiceovers**

This option allows you to turn on and off the game's voiceovers. Select the "VOICE OVERS" option or press the A Button to toggle the voiceovers on and off. Press the B Button or select "BACK" at anytime to return to the previous screen.

## **GAME MODES**

On the Game Mode Screen, you can select to play the game in Novice Mode or Ace Mode. Select the options that appear on the Touch Screen with the Nintendo DS™ stylus, or highlight one of the following by pressing the Control Pad Up or Down and pressing the A Button to make your selection:

### **Novice**

This option allows you to play the game in Novice Mode. In this mode, you will start the game with 3 additional bombers in reserve. Also, the Gunner Views will change automatically to track the closest enemy aircraft.

**Note:** Auto tracking only occurs when you are not moving or firing the currently displayed 50-caliber machine gun.

### **Ace**

This option allows you to play the game in Ace Mode. In this mode, you will start the game with 2 additional bombers in reserve and you will need to manually change the Gunner Views to find the closest enemy aircraft. Enemy aircraft bullets will also cause more damage to your B-17. Press the B Button

or select "BACK" at anytime to return to the previous screen.

## **STARTING A NEW GAME**

When starting a new game, the Saved Games Screen will be displayed. Before starting your mission, you will need to select a Mission Folder in which to save your game data. After each successful mission, your Mission Folder will automatically be updated. To select a Mission Folder to save your game, select one that is "EMPTY" or highlight an "EMPTY" one by pressing the Control Pad Up or Down and pressing the A Button. Mission Folders that contain previously saved games will have a mission number displayed on them. This mission number represents the next mission to be played in that saved game.

If all your Mission Folders contain previously saved games, you will need to erase one of them in order to save your game data. If you have selected a Mission Folder that contains a previously saved game, you will be prompted to erase and overwrite the previously saved game. Press the A Button to overwrite the previously saved game or press the B Button to cancel your Mission Folder selection. In order to start a New Game, you must select a Mission Folder in which to save your game data.

## **LOADING A GAME**

On the Load Game Screen, you can load a previously saved game and play any mission that was successfully completed during that game.

Mission Folders that contain previously saved games will have the next mission to be played from that game displayed on the top of it. To open a Mission Folder, select the desired one or highlight it by pressing the Control Pad Up or Down and pressing the A Button.

When opened, a Mission Folder will display your Logbook that details the targets for each mission. Select the arrows that appear on the Touch Screen or press the Control Pad Right or Left to view all the missions. Press the A Button to play the currently displayed mission.

## THE MISSION BRIEFING

On the Mission Briefing Screen, the base commander informs you of the "Target for Today". A chalk map of the flight plan will appear on the chalkboard. After a moment, a slide screen will lower revealing a reconnaissance photo of the primary target.

To scroll through the briefing text, press the Control Pad Up or Down. To raise the slide screen, press the X Button. Select the "START MISSION" option or press the A Button to begin the mission.

## TAKEOFF

Once the mission is started, the B-17 will automatically takeoff. During takeoff the Bottom Screen depicts your primary and secondary targets. You may bypass the takeoff sequence by pressing the A Button.

## THE STATUS AREA

While in flight, the Bottom Screen depicts both your Status Area and the Navigator Map. The Status Area depicts the following information:

- Your position in the B-17
- Your aircraft's damage
- The Navigators Map
- The number of remaining aircraft in your reserve squadron

You may change your position in the B-17 by selecting the desired crewmember location or by pressing the L and R Buttons. You can view the Navigator Map by selecting the options that appear on the Touch Screen with the Nintendo DS™ stylus, or highlight one of the following by pressing the Control Pad Up or Down and pressing the A Button to make your selection: selecting the map image.

## THE NAVIGATOR MAP

While in flight, you can view your B-17's location by opening the Navigator Map. Simply select the map image on the Status Area. The Navigators Map depicts the following information:

- The position of your B-17
- The location of antiaircraft artillery batteries
- The location of your primary target

To close the Navigator Map and return to the Status Area, simply select anywhere on the Touch Screen or press the B Button.



## THE GUNNER POSITIONS

While flying, you must defend the B-17 from the onslaught of incoming German fighters by covering each gunner position on the aircraft. You may switch between the gunner positions by selecting the desired crewmember location or by pressing the L and R Buttons. You can aim each 50-caliber machine gun using the Control Pad+ and fire each gun by pressing the A Button.

In Novice Mode, the Top Screen will automatically change to display the gunner position that is near the closest approaching enemy aircraft. The crewmember position in the Status Area will flash when this occurs. Auto tracking only occurs when you are not moving or firing the currently displayed 50-caliber machine gun. However, you may still change the gunner views manually by pressing the L and R Buttons.

### Tail Gunner

When selected, this view depicts the skies behind the aircraft as seen from the Tail Gunner's position.

### Ball Turret Gunner

When selected, this view depicts the skies below the aircraft as seen from the Ball Turret Gunner's position. Use the Control Pad+ to rotate the ball turret 360° as well as slightly up and down.

### Navigator

When selected, this view depicts the skies toward the front of the aircraft as seen from the Navigator's position.

### Radio Operator

When selected, this view depicts the skies on the left side of the aircraft as seen from the Radio Operator's position.

### Flight Engineer

When selected, this view depicts the skies above the aircraft as seen from the Flight Engineer's position through the top turret. Use the +Control Pad to rotate the top turret 360° as well as slightly up and down.

### Left Waist Gunner

When selected, this view depicts the skies on the left side of the aircraft as seen from the Left Waist Gunner's position.

### Right Waist Gunner

When selected, this view depicts the skies on the right side of the aircraft as seen from the Right Waist Gunner's position.

### Bombardier

When selected, this view depicts the skies in front of the aircraft as seen from the Bombardier's position.

## ANTI-AIRCRAFT ARTILLERY

In every mission, you will encounter Anti-Aircraft Artillery (AAA). When this occurs, your screen will depict a view of your B-17 flying over the terrain below. Press the Control Pad Right and Left to maneuver the B-17 around the screen to avoid direct contact with exploding flak bursts. When the area of the flak has been successfully navigated, the Top Screen will return to the Gunner Views.





## THE BOMBING RUN

When the B-17 approaches the Bomb Run, the Top Screen will depict the Bombardier's view through the Norden Bombsight and the Touch Screen will depict the B-17's altitude in relation to the Bomb Run flight path.

### Flying the Bomb Run

To fly the B-17 during the Bomb Run, you must press the Control Pad Up and Down to keep the center of the B-17 on the yellow bombing run flight path. While the B-17 is centered on the flight plan, any bombs dropped will fall straight down. If the B-17 diverts above or below the flight plan, the bombs will drop to the left or right of the intended target.



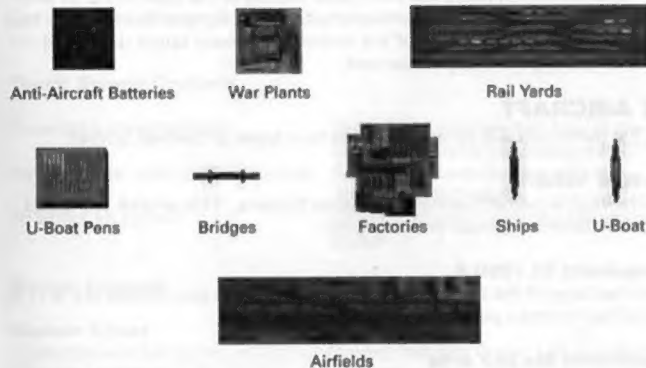
### Lining up the Targets

In order to successfully drop the bombs on a target you must line up the bombsight crosshairs horizontally with the target. To hit the target accurately, drop the bombs slightly before the crosshair crosses over the target. This will give the bombs time to fall before reaching the target.

## TARGETS

During the Bomb Run, you have primary and secondary targets to destroy. You must destroy at least 50% of the primary target in order to successfully complete the current mission.

You will see the following targets over enemy territory:



## MISSION DEBRIEFING

After each mission, the Mission Summary Screen will be displayed. The following information will appear on the Top Screen:

- List of primary and secondary targets with specific damage percentages.
- Number of targets successfully destroyed.
- Number of enemy fighter destroyed.

If you failed to destroy at least 50% of the primary target, the mission will need to be replayed.



On the Touch Screen appears the front nose section of the Lucky 25 B-17 with a close up view of its nose art. For every two enemy fighters destroyed, a Nazi Swastika will appear on the side of the aircraft. For every target destroyed 100%, a bomb image will appear as well.

## AXIS AIRCRAFT

During the game you will fly against these four types of German aircraft:

### Focke-Wulf 190A-1

The Focke-Wulf is one of Germany's premier fighters. This aircraft will attack the B-17 formation in groups of two planes.

### Messerschmitt Bf 109G-6

Another mainstay of the Luftwaffe, this German aircraft also attacks the B-17 in groups of two or three planes.

### Messerschmitt Me 262 A-1a

As the first jet aircraft in history, this German fighter flies much faster than the B-17, which makes it a very difficult target to shoot out of the sky. This aircraft always attacks alone.

## CONTROLS

Once airborne, the game is played using the following Button or Touch Screen controls:

### Touch Screen Controls

To select a crewmember:

Select the crewmember icon in the Status Area with the Nintendo DS™ stylus

To bypass an automatic sequence:

Select the Touch Screen with the Nintendo DS™ stylus

To select an option:

Select the option with the Nintendo DS™ stylus

### Button Controls

#### Gunner Views

- Aim the selected gun:
- Fire the selected gun:

Control Pad Up, Down, Left and Right  
A Button

#### Bomb Run

- Move the Norden bombsight:
- Drop bombs
- Increase altitude
- Decrease altitude

Control Pad Left and Right  
A Button  
Control Pad Up  
Control Pad Down

#### Anti-Aircraft Defense

- Bank B-17 right:
- Bank B-17 left:

Control Pad Right  
Control Pad Left

## THE PAUSE MENU

When pressing START to pause the game, the Pause Menu will appear. On the Pause Menu, select the option that appears on the Touch Screen. You can also press the Control Pad Up or Down and press the A Button to make your selection:

### Continue

This option exits the Pause Menu and returns to the game.

### End Mission

This option quits the current game and returns you to the Main Menu Screen. You will be prompted one more time to verify that you want to quit. Select the desired option or press the Control Pad Up or Down to make your selection and press the A Button to confirm it.

### Audio Options

This option displays the Audio Option Screen.

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## NOTES

